

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (Currently amended): Apparatus for remotely selectively controlling access to a plurality of physical areas of a gaming machine, the apparatus comprising:

a plurality of electrically operable lock mechanisms, each respectively associated with one of the plurality of physical areas of the gaming machine and each lock mechanism physically movable between unlocked and locked conditions with respect to its associated area;

control circuitry independent of the gaming machine, said control circuitry including a processor operating under control of a stored program and coupled to each of the lock mechanisms via a communications link for controlling operation thereof;

a data storage and retrieval system adapted to communicate with the processor and including a storage medium for storing data including personnel identification data and access authorization data indicative of the physical areas, if any, of the machine for which a person seeking access to the machine is authorized; and

a data input device connected to the gaming machine, said data input device coupled to the processor for inputting at least personnel identification data identifying a person seeking access to physical areas ~~an area~~ of the machine,

the processor being responsive to input personnel identification data for operating the one or more lock mechanisms in accordance with access authorization corresponding to an identified person, said storage media storing personnel identification data that authorizes access by certain, identified personnel to a plurality ~~some~~, but not all, of said ~~plurality of~~ physical areas, the processor causing the lock

mechanisms of the physical areas to which access is authorized to move to the unlocked position to allow access to those physical areas.

Claim 2 (Original): The apparatus of claim 1, wherein the data input device includes a keypad.

Claim 3 (Original): The apparatus of claim 1, wherein the data input device includes a card reader, the data storage and retrieval system including a personal data card assigned to a person seeking access to the machine and readable by the card reader.

Claim 4 (Original): The apparatus of claim 3, wherein the data input device further includes a keypad.

Claim 5 (Original): The apparatus of claim 1, and further comprising one or more doors respectively associated with one or more areas and respectively provided with lock mechanisms, each door being movable between open and closed conditions.

Claim 6 (Original): The apparatus of claim 5, wherein each lock mechanism directly controls access to its associated area.

Claim 7 (Original): The apparatus of claim 5, wherein each door includes a manual latch, the lock mechanism for a door indirectly controlling access to the associated area by controlling enablement and disablement of the manual latch.

Claim 8 (Original): The apparatus of claim 5, and further comprising sensing apparatus for sensing the condition of each door and each lock mechanism.

Claim 9 (Cancelled).

Claim 10 (Original): The apparatus of claim 1, wherein at least one area includes a switch, the associated lock mechanism enabling and disabling the switch.

Claims 11-31 (Cancelled)

Claim 32 (Currently amended): A method of remotely selectively controlling access to a plurality of different, physical areas of a gaming machine, the method comprising:

providing each area with an electrically operable lock mechanism which is physically movable between unlocked and locked conditions with respect to the area;

storing data including personnel identification data and access authorization data indicative of the particular areas, if any, of the machine for which a person seeking access to the machine is authorized;

controlling the operation of the lock mechanisms via a processor independent of the gaming machine, said processor being coupled to each lock mechanism;

inputting at the machine at least personnel identification information identifying a person seeking access to the machine at the time access is sought; and

remotely, electrically unlocking a plurality of the lock mechanisms ~~mechanism~~ of only those physical areas, less than all of said physical areas, for which the person seeking access is authorized.

Claim 33 (Original): The method of claim 32, wherein at least a portion of the data is stored on a personal data card assigned to a person seeking access to the machine, the inputting step including reading data from the personal data card at the machine.

Claim 34 (Original): The method of claim 32, and further comprising controlling the lock mechanisms from a remote location.

Claim 35 (Original): The method of claim 32, and further comprising providing one or more areas with doors movable between open and closed conditions and respectively provided with lock mechanisms, and monitoring the condition of each door and each lock mechanism and providing an indication thereof.

Claim 36 (Original): The method of claim 32, and further comprising providing a manual override key for each lock mechanism and providing an indication when a lock mechanism has been manually operated.

Claim 37 (New): Apparatus for remotely selectively controlling access to a physical area of a plurality of gaming machines, the apparatus comprising:

a plurality of electrically operable lock mechanisms, each respectively associated with one of the plurality of physical areas of the gaming machines and each lock mechanism physically movable between unlocked and locked conditions with respect to its associated area;

control circuitry independent of the gaming machine, said control circuitry including a processor operating under control of a stored program and coupled to each of the lock mechanisms of the gaming machines via a communications link for controlling operation thereof; and

a data storage and retrieval system adapted to communicate with the processor and including a storage medium for storing data including personnel identification data and access authorization data indicative of the physical areas, if any, of the gaming machines for which a person seeking access to the machines is authorized;

the processor being responsive to input personnel identification data for operating the lock mechanisms in accordance with access authorization corresponding to an identified person, said storage media storing personnel identification data that authorizes access by certain, identified personnel to at least one of the physical areas of each of the gaming machines, the processor causing the lock mechanisms of the physical areas of the gaming machines to which access is authorized to move to the unlocked position to allow access to those physical areas of the gaming machines.